

ALONE IN THE DARK 2™



3DO, the 3DO logos and Interactive Multiplayer are trademarks and/or registered trademarks of The 3DO Company. The trademarks of The 3DO Company are used by Interplay Productions under license from The 3DO Company.

MN-3DO-106-0



Interplay™

ALONE IN THE DARK 2™



INSTRUCTION MANUAL



THE 3DO COMPANY SHALL NOT BE LIABLE TO THE END USER FOR ANY LOSS OF DATA, LOST PROFITS, COST OF SUBSTITUTE GOODS OR OTHER CONSEQUENTIAL, INCIDENTAL, SPECIAL, PUNITIVE, OR OTHER DAMAGES OF ANY KIND ARISING OUT OF THE USE OF OR INABILITY TO USE THE SOFTWARE.

THE 3DO COMPANY MAKES NO WARRANTIES, EXPRESSED, IMPLIED OR STATUTORY, REGARDING THE SOFTWARE, INCLUDING WITHOUT LIMITATION THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR ANY PARTICULAR PURPOSE, OR ANY EQUIVALENT WARRANTIES UNDER THE LAWS OF ANY JURISDICTION.

DO NOT USE A FRONT OR REAR PROJECTION TELEVISION WITH THIS PRODUCT. YOUR PROJECTION TELEVISION SCREEN MAY BE PERMANENTLY DAMAGED IF STATIONARY SCENES OR PATTERNS ARE PLAYED ON YOUR PROJECTION TELEVISION. SIMILAR DAMAGE MAY OCCUR IF YOU PLACE THIS PRODUCT ON HOLD OR PAUSE. IF YOU USE YOUR PROJECTION TELEVISION WITH THIS PRODUCT, NEITHER THE 3DO COMPANY NOR INTERPLAY WILL BE LIABLE FOR ANY RESULTING DAMAGE. THIS SITUATION IS NOT CAUSED BY A DEFECT IN THIS PRODUCT OR THE 3DO SYSTEM; OTHER FIXED OR REPETITIVE IMAGES MAY CAUSE SIMILAR DAMAGE TO A PROJECTION TELEVISION. PLEASE CONTACT YOUR TV MANUFACTURER FOR FURTHER INFORMATION.

THE EXECUTION OF SOFTWARE WITH THE 3DO SYSTEM INVOLVES THE USE OF PATENT RIGHTS, GRANTED OR APPLIED FOR, IN CERTAIN COUNTRIES. A PURCHASER OF THE 3DO SYSTEM IS LICENSED TO USE SUCH PATENT RIGHTS WITH SOFTWARE LICENSED BY THE 3DO COMPANY. NO LICENSE, IMPLIED OR OTHERWISE, IS GRANTED FOR THE EXECUTION OF OTHER SOFTWARE.



TABLE OF CONTENTS

<i>Introduction</i>	4
<i>Getting Started</i>	5
<i>Moving the Character</i>	5
<i>The Options Screens</i>	6
<i>Character Actions</i>	8
<i>Using Items</i>	10
<i>Combat</i>	11
<i>How To Start Playing</i>	15
<i>Trouble-Shooting Guide</i>	16
<i>Tutorial</i>	17
<i>Credits</i>	21
<i>"The Mystery Examiner"</i> <i>(Clever readers may find some clues here)</i>	24





4

INTRODUCTION

You are Detective Edward Carnby, and your reputation as a sleuth drawn to the dark side has made you famous. Your life has become very comfortable and while you could continue to relax in your plush office, you yearn for adventure...

Suddenly you receive a call for help from an old friend, Ted Striker. A little girl, Grace Saunders, was recently kidnapped on her way home from school. This child is the heiress to a vast fortune and her grieving parents are prepared to pay any ransom demanded. It is almost certain that she is being held captive in an old mansion known as Hell's Kitchen, the headquarters of One-Eyed Jack—ruthless leader of underworld crime—and his gang of bootleggers.

Grabbing your coat as you head out the door, you briefly consider the dangers ahead of you—blood-thirsty gangsters, murderous pirates and vicious smugglers. "That little girl needs my help if she's going to get out alive," you remind yourself as you plunge into the night...once again alone and in the dark.







5

GETTING STARTED

Turn on the 3DO system and insert the Alone in the dark CD. After the 3DO logo vanishes, several credit and logo screens will appear. You may press the A, B, or C buttons to advance immediately to the Title screen. Pressing A, B, or C again will advance you to the Start/Continue Game screen.

MOVING THE CHARACTER

You can make the character in any direction by using the directional pad. You can also make the character run: When the character is walking, release the directional pad, then quickly press it again in the direction of travel or hold down the C button while holding down the direction of travel.

-  To move forward
-  To move backwards
-  To turn left
-  To turn right



B

THE OPTIONS SCREEN

To carry out certain specific actions and use any objects you have found during play, you must switch to the Options screen. Press the "B" button. The following screen will then be displayed:

ACTIONS

Fight

Open/Search

Push

- 1) Window ①, at the top of the screen, contains the items you have found.
- 2) Window ②, at the bottom left of the screen, shows either your character with Life Points, or a selected item and any available reloads or cartridge.
- 3) Window ③, at bottom right, offers a choice of actions available for the character or shows what can be done with the selected item.

The items in your possession or available actions are displayed in green. Your selection appears in white.



7

If you wish to carry out a specific action or use an item, select the "Actions" option or the item in your possession, using the directional pad. Then press the "A" button to confirm. You will then switch to Window ③. Use the directional pad to scroll up and down to choose an action or function. To confirm your choice, press the "A" button. You will return to the game.

To return to Window ① when the cursor is in Window ③, press Left or Right on the directional pad.





B

CHARACTER ACTIONS

You can perform certain actions whenever you wish: Fight, Open/Search and Push (at certain times only). Other actions are directly linked to items in your possession - (see "Using Items".)

Fight: Press the "A" button and keep it pressed: your character is ready to attack. By pressing Left or Right on the directional pad, your character will throw a punch with either his left or right fist. Press down on the directional pad to kick. Pressing up on the directional pad will do a head-butt.

Remember to keep both the SPACE bar and the relevant arrow pressed down as you punch, kick, or head-butt.

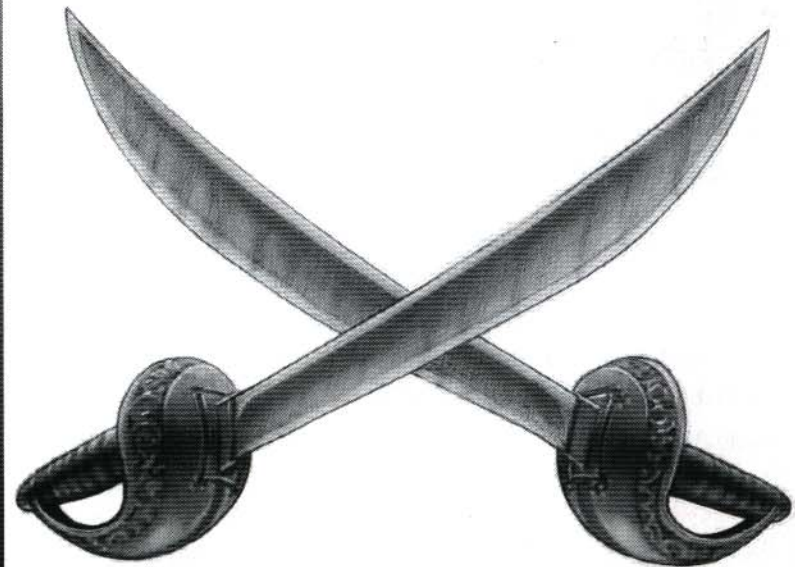
Open/Search: Place the character near the item you wish to open or search. Press the "A" button; the character will then either search or attempt to open the item (door, container, etc).

Keep the "A" button pressed down long enough for your character to do the job!



B

Push: To move a large object or a piece of furniture, keep the "A" pressed and use the appropriate direction on the directional pad.





USING ITEMS

TAKING AN ITEM

There are two ways to take an item. If it is visible and your character is beside it, then a window will be displayed, asking whether or not you wish to take the item. On the other hand, if the item is invisible or hidden, then you will need to use the Open/Search option.

USING AN ITEM IN YOUR POSSESSION

To use such an item, select it from the list (see the chapter concerning the Options screen). Then select the desired function (Reload, Eat, Drop, Throw...) and confirm in Window ③. When you return to the game, a message will confirm the requested action.



COMBAT

Your character can either use a weapon or fight with both hands, feet, or his head.

HAND-TO-HAND FIGHTING

Select the Fight option in the "Actions" command. Keep the "A" button pressed down and use one of the following on the directional pad:

- ▲ **LEFT:** Punch with the left hand.
- ▲ **RIGHT:** Punch with the right hand.
- ▲ **DOWN:** Kick.
- ▲ **UP:** Head butt.

Keep both the "A" button and the directional pad pressed long enough for the blow to be delivered correctly.



FIGHTING WITH A CUTTING OR THRUSTING WEAPON

Choose the weapon your character will fight with, then select the "Use" option. Keep the "A" button pressed down and use one of the following directions on the directional pad:

- ▲ **LEFT:** Thrust from left to right.
- ▲ **RIGHT:** Thrust from right to left.
- ▲ **DOWN:** Thrust from low to high.
- ▲ **UP:** Defense, parry.

FIGHTING WITH FIRE-ARMS

In the Options screen, choose the gun your character will fire, then select the "Use" option. Keep the "A" button pressed down and use one of the following directions on the directional pad:

- ▲ **LEFT:** Direct the gun to the left.
- ▲ **RIGHT:** Direct the gun to the right.
- ▲ **UP:** Fire.



SAVING, LOADING AND OPTIONS

Press the left or right buttons to access the Options screen; use the directional pad to choose an option. The selected option will appear in white.

Return to Game: Press the "A" button to return to the game.

Save Game: Press the "A" button to save your game. You will then access a table of saved files. Use the up and down directions on the directional pad to select a file, then press the "A" button to confirm your choice. Your game will be saved and you will be returned to play.

Load a Saved Game: Press the "A" button. You will then access a table of saved files. Use the up and down directions on the directional pad to select a file, then press the "A" button to confirm your choice.

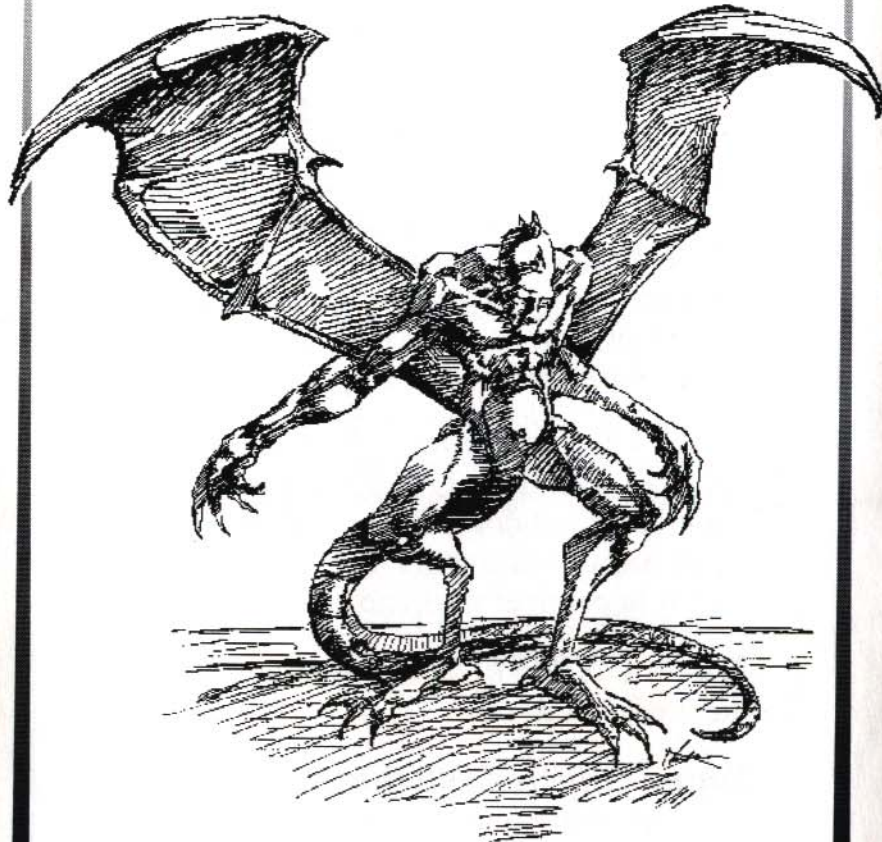
Music ON/OFF: Use this option to switch the music on or off.

Sound Effects ON/OFF: Use this option to switch the sound effects on or off.



Detail Level – Low/High: The 3DO version only operates at High detail level.

Quit: To quit the game you are currently playing, press the "A" button. You will be returned to the main menu.



HOW TO START PLAYING

(Excerpt from Carnby's notebook)

I entered Hell's Kitchen with quite a bang! I had to use a small but powerful bomb to blast through a back door. Going along a corridor, I got as far as a bench when two gangsters (alerted by the explosion) appeared on the scene. The formalities didn't last long. After a quick succession of rapid fire, I was the only one left standing. I leaned on the bench to rest, and found that by pushing on it, a secret passage between the surrounding hedges opened. As I entered the passageway, there was no way I could have known what lay before me. This adventure was just beginning...



TROUBLE-SHOOTING GUIDE

Problem: The game doesn't load properly.

Did you place the disk in the machine?

Did you turn the power on?



TUTORIAL 5 MINUTE WALK-THROUGH

STEP 1

When the game first begins you will arrive by taxi cab and blow open the front gates to the estate. (This will happen automatically- all you need to do is watch.) After this scene is played out you will be just inside the estate standing over an unconscious man with a **Tommy Gun**. You should now press the "**B**" button on your control pad to enter the **Inventory** screen. While in the inventory screen you will need to either choose **Actions** or **Revolver**. Try choosing **Action**; this will highlight the **Fight** option. Choose **Fight** by pressing the "A" button so that you can engage the unconscious man. After you select **Fight** the screen will switch back to the action screen where you will see the Gatehouse and the unconscious man.

STEP 2

After a few seconds the man will regain consciousness and try to shoot you with his **Tommy Gun**. To fight the man press the "A" button and move the cursor in any of four (4) directions. All four directions have a unique attack: pressing



"Up" on the control pad will cause your character to attempt a **Head Butt**, pressing "Down" on the control pad will cause your character to attempt a **High Kick**, pressing "Left" on the control pad will cause your character to attempt a **Left Jab**, and pressing "Right" on the control pad will cause your character to attempt a **Right Hook**. In order for your attack to be successful you need to be close enough and aiming in the right direction. Experiment with different fighting techniques on this first opponent. After (or if) you defeat this opponent he will drop his **Tommy Gun**, a **Loading-Clip** for the **Tommy Gun**, and a **Flask**. To pick up an item walk over that item and a screen should appear with the options **Leave & Take**. Choose **Take**. You will definitely need these items. The Flask you find will heal ten points of health. To use the Flask enter the inventory screen and choose Eat\Drink.

STEP 3

Press "B" to enter the **Inventory Screen**. Move down with the cursor until you come across the **Loading-Clip**. Press the "A" button and then select Use by pressing the "A" button again. This will reload your **Tommy Gun**. Now press "B" again and select either the **Tommy Gun** or the **Revolver** and choose **Use**. Move up the walk to



the right towards the house but **BEWARE**, there are two more armed men waiting for you. If you wish, you may run by pressing the "C" button and directing your character with the control pad.

STEP 4

By now you should be armed with either the **Revolver** or the **Tommy Gun** (if not, refer to step 3 now). Keep walking and you will see the first of two armed men who will fire at you upon sight. To fire your weapon press "A" and "Up" on the control pad. The key to victory here is **AIM**. You will need to learn how to aim and when to judge if your shot will hit the enemy before your weapons run out of ammunition. This may be difficult but you will eventually learn how to tell when an enemy is in your sights.

STEP 5

Hopefully you have defeated the two armed men and can now explore the outside of the house. You cannot enter the house because the doors are sealed shut. Practice moving around by walking and running. While you're moving around, you will undoubtedly notice two large statues on the left and right of a **pathway** into the hedges. The pathway is blocked by a stone bench of an **Anchor**. Walk to either the right or left side of



this and press "B" to enter the **Inventory Screen**, select **Actions**, and then select **Push**. Now hold down the "A" button and push the stone **Anchor** out of the **pathway's** entrance. You may now enter the **pathway** which is actually the start of a **maze**. While you move into the **maze**, a screen will come up which shows the arm of a sinister figure watching from the house from a shattered window...good luck.



CREDITS

ORIGINAL VERSION CREDITS

Produced by: BRUNO BONNELL
 Directed by: CHRISTIANE SGORLON
 First Assistant: VINCENT TERRAILLON
 Production Designer: PATRICK CHARPENET
 Screenplay: HUBERT CHARDOT,
 FRÉDÉRIC CORNET,
 AND CHRISTIAN NABAIS
 Scenario Coding: CHRISTIANE SGORLON,
 AND CHRISTOPHE NAZARET
 Animations: FRÉDÉRIQUE BOURGIN,
 AND JEAN-MARIE NAZARET
 Settings: JEAN-CHRISTOPHE BLANC,
 AND CHRISTOPHE ANTON
 Music and Sounds: FRÉDÉRIC MENTZEN
 Publishing: OLIVIER ROBIN
 AND EDITH PROTIERE
 Translations: BEATE REITER-VIALLE
 Special thanks to: BRUNO BONNELL,
 ERIC MOTTET,
 OLIVIER GOULAY AND
 NORBERT CELLIER

©INFOGRAMES, INFOGRAMES MULTIMEDIA 1995

INTERPLAY PRODUCTIONS CREDITS

Producer: VINCE DENARDO
 Line Producer: RYAN RUCINSKI
 Director of Quality Assurance: JEREMY S. BARNES
 Assistant Director of QA: DAVID SIMON
 Lead Tester: DAN FORSYTH
 Testers: LARRY SMITH, JEFF WOODS,
 AARON OLAIZ, AND
 DEREK GIBBS
 Tutorial Text: LARRY SMITH
 Graphic Design: SALMA ASADI
 Illustrations: VANCE KOVACS



CUSTOMER SUPPORT

If you have any questions about this, or any other Interplay product, you can reach our Customer Service/Technical Support Group at:

Interplay, 17922 Fitch Avenue, Irvine, CA 92714 Attn: Customer Service. Customer Service is available 24 hours a day through our Automated Customer Service system, with a Customer Service representative available during normal business hours at (714) 553-6678.

Please have your system information available, or better yet, try to be at your computer. The more detailed information you can provide our support personnel, the better service we can provide you.

Hintline

Although hints are not available for this game, hints are available for other Interplay games. You can reach our hintline at 1-900-370-PLAY (1-900-451-6869 in Canada). For this service, the charge for the first minute is \$1.25; \$.75 for each additional minute. For Canada, these charges will be in Canadian dollars. All hint questions must be directed to this "900" service. No hints will be given on our Customer Service lines. You must have a touchtone phone to use this service. The hintline is open 24 hours a day. All long distance charges are included in these prices. Callers under the age of 18 must get parental permission before calling the hintline. The hintline is only available in the U.S. and Canada. Charges subject to change without notice.

If you have a modem, you can reach us at the following:

The Interplay BBS: We have a 24-hour, 7-day a week multiline BBS available for customer questions, support and fixes. The number is 714-252-2822. Modem settings are 300-28.8k Baud, V.32bis, V.42bis, 8-N-1. You also may contact our BBS over the Internet. Telnet to bbs.interplay.com. This is a free service.

America Online: You can E-mail Interplay Customer Support at IPTECH. To reach our Customer Support board in the Industry Connection, press CTRL-K for "Go To Keyword." Then type INTERPLAY in the Keyword window. In addition to reading and leaving messages, you can download fixes and demos from the "Software Libraries."

CompuServe: We are available for IBM and compatible on-line support. We are located in the Game Publishers B Forum, type GO GAMB PUB at any "!" prompt. Then select "Section 4" for Interplay Productions. You can leave technical support questions there. You can also download fixes and demos from Library 4 in GAMB PUB. The best place for game play hints about our games is in the GAMERS forum. If you are not already a CompuServe member, you can call CompuServe toll-free at 1-800-524-3388 and ask Representative #354 for a free introductory membership and a \$15 usage credit. For game play hints look in the Gamer's Forum (GO GAMERS). Besides technical support for Interplay products, CompuServe offers many other services, including communications, reference libraries, hardware and software support, travel, games and much more.

Genie: We are located in the Games RoundTable by Scorpio, type M805:1 at any "?" prompt. Then select "Category 13" for Interplay Productions. Fixes and demos are available in the libraries.

PRODIGY® Interactive Personal Service: You may send mail directly to us. Our ID is "PLAY99B".

Internet: You can reach Interplay with "support@interplay.com". Many Interplay demos and patches are available at Internet FTP sites. To visit our World Wide Web site, point your browser to: "http://www.interplay.com" or you may ftp to ftp.interplay.com.



LIMITED WARRANTY

INTERPLAY LIMITED 90-DAY WARRANTY

Interplay warrants to the original consumer purchaser of this computer software product that the recording medium on which the software programs are recorded will be free from defects in material and workmanship for 90 days from the date of purchase. If the recording medium is found defective within 90 days of original purchase, Interplay agrees to replace, free of charge, any product discovered to be defective within such period upon receipt at its Factory Service Center of the product, postage paid, with proof of date of purchase. This warranty is limited to the recording medium containing the software program originally provided by Interplay and is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect has arisen through abuse, mistreatment, or neglect. Any implied warranties applicable to this product, including warranties of merchantability and fitness for a particular purpose are disclaimed. Interplay disclaims all responsibility for incidental or consequential damages.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state.

Lifetime Warranty

If the recording medium should fail after the original 90-day warranty period has expired, you may return the software program to Interplay at the address noted below with a check or money order for \$5.00 (U.S. currency), which includes postage and handling, and Interplay will mail a replacement to you. To receive a replacement, you should enclose the defective medium (including the original product label) in protective packaging accompanied by: (1) a \$5.00 check, (2) a brief statement describing the defect, and (3) your return address. If you have a problem with your software, you may wish to call us first at (714) 553-6678. If your media is defective and a replacement is necessary, U.P.S. or registered mail is recommended for returns. Please send the defective disk(s) (not the box) with a description of the problem and \$5.00 to:

WARRANTY REPLACEMENTS

Interplay, 17922 Fitch Ave., Irvine, CA 92714

System Upgrades

Interplay has a system upgrade policy. At any time after purchasing any Interplay product, you may send us your original disks and a check for \$15.00 (U.S. funds) and we will replace your disks with the version for another computer system that you specify. (This price is subject to change.)

Copying Prohibited

This software product and the manual are copyrighted and all rights are reserved by Interplay and are protected by the copyright laws that pertain to computer software. These disks are not copy-protected. This does not mean you may make unlimited copies. You can back up the disk for your own personal use, but it's illegal to sell, give or otherwise distribute a copy to another person.

NOTICE: Interplay reserves the right to make modifications or improvements to the product described in this manual at any time and without notice.

CALIFORNIA KIDNAPPING

AN
UNSPEAKABLE ACTWilliam J. Herbert
Chief Editor

“I implore the kidnapers to demand a ransom...they can name their price! I am prepared to give my life many times over in exchange for my daughter's freedom,” revealed an anxiety-wracked George Saunders to our reporter. The noted producer of such hits as “The Sign of Death” and “The 40 Companeros” is a broken husk, a whimpering dog. His eyes glued to a pool-shaped golden telephone rumored to be a gift from glittering ex-wife screen star Josette Jaguar (do I hear wedding bells getting tuned up for the remake?), Saunders waits, gripping a case full of unmarked \$20 bills, as the minutes and hours drag by. Will the kidnapers call? Where are they? Who can they be? The forces

COPS CONFUSED



of law and order are at a loss. Tight-jawed Hollywood Police Chief Francis X. O'Bannon is desperate for a drink...and some clues.

Here are the facts as they happened. At 11:30 yesterday morning, as eight-year-old Grace Saunders left Pacific College in the company of her chaperone Hilda Pennicoat, a light brown limousine with Californian plates screeched to a halt beside them. A male individual, described

by onlookers as “a man wearing a dark coat and hat,” jumped from the car and swooped upon the child heiress. Pennicoat, a spinster, attempted to place herself between the attacker and his innocent victim of tender years. Eyewitnesses claim, however, that a mystery woman seated in the back of the car and dressed in black stared “in a mysterious way” at the chaperone, who promptly fell into a serious coma. This left the defenseless child at the mercy of

her assailant, who manhandled his helpless prey into the waiting automobile. The car then sped off. Where were the police?

Eight hours later, the kidnap vehicle was found half-sunk in the ocean. “Thorough” police investigation of the car yielded only one clue: Grace's school satchel. Since then, nothing more has been heard of the child. Police sources are scratching their heads.

“Normally,” confessed grim-faced Lieutenant “Dandruff” Briggs in a rare moment of candor, “we expect a ransom demand very soon after the grab. This time, I'm scratching my head

and my shoulders are covered in flakes. We've combed the area, but the kidnapers are giving us the brush-off. I just hope we're not dealing with blood-crazed persons,” confided the worried lieutenant with a frown.

We say this situation has to stop and why isn't the Hollywood Police Department doing something to defend our community? A sweet little girl is the captive of strange people in dark clothes, and those paid by law-abiding tax-payers to stamp down hard on crime stand by and shower us with small scales of dead skin! The mite's mother, a Mrs. Saunders, on hearing of

police complacency, was prevented in the nick of time from taking her own life! Listen! What you hear is the fabric of civilization tearing!

Let us pray that the spirit of Christmas prevails even in the hardened hearts of these ruthless baby-snatchers. And we pray that George Saunders finds the strength to soldier on. “If the police can't help, then I'll hire a detective!” threatened the tear-stained movie mogul in a moment of heart-rending sincerity. A little birdie told me that George has already hired a private investigator. We say Chief O'Bannon should be run out of town!

SILVER SCREEN TATTLE

Hello, darlings! **Jerry Conway's** starting to shoot a new song-'n'-dance gangster flick over on the Mega Movie lot. “Too Dead To Dance” is set to fire shapely starlet **Norma N. Bates** into stardom. I asked her how she landed the part. “Easy,” winked Norma, “I just did everything Jerry asked, then I put my clothes back on!” The choreography for “Too Dead To Dance” will be handled by a new name in Hollywood, **Mister Eye**. We'll watch out for him!

Rushmore Studios have **Gerda Grabbo** and don't they wish they didn't! During a steamy scene in heavily-accented director **Arbeit von Spacecraft's** latest tropical adventure flick, “Shenanigans in Shanghai,” the Scandinavian love-goddess, in yet another of her spectacular tantrums, bit off leading man **Ron Rictus'** right ear. “Next time, it might not be his ear,” winked the star in a rare moment of tooth-baring.

What was leading producer **Fritz Grimm** doing having lunch in a run-down Italian restaurant with **Vito Carbonetto**, the well-known soda baron? Well, it seems like Vicious Vito made Fritz an offer he can't refuse, and cigar-chomping Mr. Grimm is looking around for a “Greek-God-type” lead for a true-to-life lifestory of Vito's late father, respected philanthropist **Giuseppe “Throatslicer” Carbonetto**.

Well, it's Lulu Parsnips signing off for this week, darlings. See ya!

BLOW BIG HOLES IN CRIMINALS!

I'm Victor Remington Bearl, president of BIG-IRON STEEL INC. You may own one of my Bullgun Specials. If you do, then throw it away! My new weapon, the MG-45, will blow holes as big as dinner plates in dozens of criminals and also make a lot of noise.

What are you waiting for? In a society as sick as ours, with criminals lining up to plunge

knives in your body, your duty is clear! My MG-45 (only \$45) will chop 'em, drop 'em, drill 'em and kill 'em! Just read this letter from "Thankful" in Los Angeles: "I was having a picnic with my wife Ethel in Griffith Park when four criminals lined up to plunge knives in my body. My duty was clear. Ethel sat back and enjoyed the show as my MG-45 spat a vicious hail of white-hot death. Their

bodies danced a macabre jig as blood and damaged vital organs spurted from large holes in their suits." That's just one of the hundreds of thank-you letters I get every morning as I have breakfast with my wife Gertie in the dining room of our home.

Buy my MG-45, and you too can write me a thank-you letter!



MORE MONEY THAN YOU CAN EVER COUNT?

IT'S CHILD'S PLAY!

Just fill in this coupon and send it to me. In return, you'll receive my sought-after book, the investor's bible! But before you take the great step into destiny, ask yourself this question: are you sure you are ready for immense wealth? If you truly are, then write today.

THE SECRETS OF WALL STREET

As revealed by wealthy billionaire

Col. PARKER

Only \$ 1.98

DERCETO STRIKES AGAIN!

*This report from
on-the-spot
newshound*

Harry Mc Grudder

Three years ago the nation stood aghast at the news: deep in the heart of Florida, the old house of Derceto was the scene of a macabre series of events. Suicide, murders, horrible noises...the place was a den of an evil almost too awful to imagine. Only private eye Edward "Ghost Hunter" Carnby was

able to quash the rumors. Well, it looks like things are heating up again down in Wacko Manor! The place was recently bought by celebrity architect Frank Stride, who now lives with his father, long assumed to be dead...mistakenly, as it turns out!

The architect's latest project, a cathedral dedicated to ancient cult god "the Great Pan," has been angrily rejected by the Senate. Added to that embarrassment comes tragic news of the disappearance three days ago of a local woman, one

Jezebel Ebenzer, somewhere in the swamps surrounding the isolated Derceto mansion.

Despite an intensive search of the area, Webb County Sheriff Mitch Mitchell hasn't uncovered any clues to Ebenzer's whereabouts.

"She keeps herself to herself, if you see what I mean," revealed a stubble-chinned Mitchell to our reporter. "Some folks reckon she has powers of an occult variety, although I discount that as speculation myself. I say she's in the big Derceto house. I

even phoned Mr. Carnby but he warned me against going in there! No big city boy tells me how to do my duty, you hear me! I'm going into that house!" stormed the indignant law-officer.



STOP PRESS

LAPD has finally put the cuffs on the mad killer of Griffith Park. The deranged criminal, one Gilbert Trenton, was arrested for shooting a Salvation Army singing quartet. "They were pointing knives at my wife and me," explained the homicidal maniac in a moment of demented hysteria. Mrs. Trenton was not to be found. Further investigations have since led to her discovery, in 24 cardboard boxes close to the lion cage.

Still no news of Jack Turnbull, the oil magnate. His recent marriage to shapely starlet Dorothy Malone, 55 years his junior, sparked off some comment in the press. The last person to see Mr. Turnbull seems to have been Phil Stark, an Olympic athlete and student at UCLA.

Experts concur that seven days underwater without oxygen may very well prove fatal (if not worse) to a man of Mr. Turnbull's age. Only his air-tube has so far been found.

"Phil has been a great comfort to me in my distress," revealed a devastated Mrs. Turnbull in Charleston's exclusive Copacabana Club last night.

Continued on Page 6

**1 WEEK OF HUBERTUS LOTION
WILL CHANGE YOUR LIFE!**

HUBERTUS LOTION



Hey, baldy! Tired of being a loser? Tired of neighbors pretending they're laughing at a joke they suddenly remembered? Tired of girls instinctively avoiding you because they hate the living dead?

This lotion will give you back your hair, resulting in many job prospects.

Deep within the darkest cellars of the ancient European convent of TOROELLA, I uncovered the long-lost secret of Hubertus the Bald. Your head will once more stand proud atop its neck, noble locks flapping in the breeze!

Please don't tell anyone else about my lotion; there just isn't enough for all the millions of embarrassed bald men and women. Even with modern scientific methods, production cannot keep up with demand!

Write now to me, Doctor Bloomer, for a new chance to swap baseball stories with the guys at the barber shop, while your shapely wife is making herself as desirable as she can for when her handsome hunk of hairy-headed he-man husband comes home! And as you step out of your limousine, you squash a poor inoffensive insect! No, it was a baldy... phew, this stench is just awful!

Yes, here's my \$10. I want to discover Hubertus Lotion. Thanks to Dr. Bloomer, I'll soon have my hair back. My signature on this coupon guarantees that I will not hold Dr. Bloomer in any way responsible for anything whatever.

FRIGATE TO PORT *Part 6*

The ball smashed into the *Vulture's* quarterdeck, and the deadly splinters flew through the air. One buried itself in little Barnes' throat. Jordan paled. "By the devil's beard, show him..." The rest of his cries went unheard in the hellish din of roaring cannon and screaming sea-dogs. The *Vulture* shuddered and groaned as the Shark rammed her. A motley crew of yelling demones leaped aboard the crippled ship. Hope had changed sides and all seemed lost for Captain Jordan. Death's wing fluttered in the faces of these souls already lost to decadence and shameful pleasures.

"Goat's breath!" bellowed Pregzt, waving his saber, "Thy time be come, Jordan! Come thee 'ere 'til I rips the gizzard from thy stinkin' carcass!"

"Take that, wharf rat!", sneered Jordan, and his dagger whistled through the air. Pregzt whipped his head aside almost too late, then drew the back of his hand across the thread of blood that the flying knife had traced upon his cheek. "Pray that thy death be quick, cur!" hissed Pregzt as his saber flickered toward his victim's snarling features.

Captain Trevis

To Be Continued



NEWS FROM WILLOGHBY THE JAMES W. CALWELL REPORT

Pandemonium hit the well-known Sunset Inn of Santa Monica Avenue (transformed for this occasion into an auction room) as Colonel Steel's collection of ancient weapons went on sale. Hollywood's most glittering stars and wealthiest financiers were all there. The weapons, mostly dating back from the 16th century and in perfect condition, sold for many thousands of dollars. A pair of Dutch wheel-lock pistols fetched a record price; screen idol Douglas Fairshore put up a spirited fight, but the guns went to an unknown choreographer called Mister Eye. Most of the pieces forming the collection were purchased by Mr. Jack and his friends. He stated to this reporter, "We're a group of weapons collectors and we intend for these unique pieces to remain forever in the United States."



STOP PRESS

Continued from Page 3

Senator Beauregard Blower's trial seems no nearer a conclusion, yet Assistant D.A. Bob Himmel isn't giving up yet. "Blower's going to have to explain those 16 wives in eight different states of the Union," Himmel pointed out to our reporter in a moment of press conference.

As for the senator, locked up in Setton Prison, he still claims he's pure as driven snow. "I am a victim of amnesia," he revealed. "I think my name is Marty." Psychiatrists are still tossing coins on that one, while the police are continuing to search for 15 of the senator's alleged spouses.



WARHZAWCSKIEWITCZC **OUT**

Inspector Hollywood's arrival at 4th District was an eagerly awaited event. Last Monday, before the entire department, Jack Warhzawcskiewitczc, known affectionately to his men as "Uh, Boss," handed over the badges of office.

The tear-jerking ceremony, marking 30 years of loyal service, ended with a speech from the retiring Boss. "I wish the next guy lots of uh, waddaya call it," he announced in a rare moment of almost-coherent discourse. The "next guy" then said a few words of thanks and finished by assuring the mayor and all present that "I'm the law around here now, and those bad guys are going to wish they hadn't entered a life of wrongdoing."

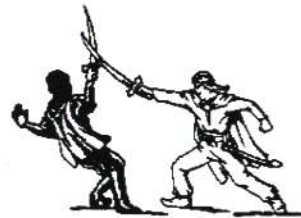
Continued on Page 8

THE BURMAN THEATER

presents

RUDY VALENTE
ANNY HILLERMAN

Son Of The Bedouin



When the king of the box-office becomes the prince of the desert!

In its second blockbusting week!

Hill Century



Directed by
JAMES EGLANTINE

WARHZAWCSKIEWITCZC **OUT**

Continued from Page 7

His deeds were to prove as good as his words. Twenty-four hours and a complete set of evaluation tests for all the department (including saluting the flag, target practice and reading tests) later, a quarter of the department was fired. Hollywood then went into action. Leading a law enforcement hit team into Culver City, he witnessed a hold-up. Sirens were immediately sounded and the chase was on!

Hollywood aimed his tommy-gun straight at a bunch of hoodlums. The weapon spat a vicious hail of white-hot death...but the Devil looks after his own. The spray of dangerous bullets was intercepted by a passing gasoline truck! However, the 4th District's new Boss is no quitter. Stopping only to give orders for the dozens of roasted cadavers to be dealt with in a suitable manner and for the fire brigade to do something about the fire-storms now raging through several sections of the city, Hollywood commandeered a long black car. Could a hearse possibly catch up with speeding hoods' big red car? Yes.

Firmly gripping his 38 Special, Hollywood fired twice at the gangsters' tires. Bad luck again struck, as two residents of the "Golden Sunsets Home for Elderly Citizens" bit the dust. The hurtling hearse swerved to avoid a mother and infant. Who says baby carriages don't fly? Babies certainly bounce. Well, sort of. Nurses just fall down and bleed.

The law continued its course. The bad guys hung a left, then another left. Were they heading back to the crime scene? Bulging many muscles, Hollywood decided to lay his career on the line. His powerful jaws ripped the pins from a triple layer of grenades hooked to a shoulder belt. The multiple explosion was memorable. Screeching through the smoking wrecks of cars and not hesitating to run over dozens of so-called "injured bystanders," Hollywood soon caught up with the desperadoes.

The local citizens screamed their support for the new lawman, throwing vitamin-packed fruit and vegetables at the speeding hearse. Many clambered onto the vehicle and even beneath the tires in an effort to encourage America's favorite inspector. The chase finally ended as the hoodlums' red vehicle slithered to a halt at the foot of a blazing apartment block. Hollywood then proceeded to arrest Fire Chief Michael O'Malley.

"He's a man with death on his hands," growled an incensed Hollywood as he pushed the evil O'Malley into the back seat of the hearse. "He may think he's a smart cookie but I'll make him crumble!" the steel-jawed inspector in a moment of heart-warming justice this reporter quipped is not about to forget.



INTERPLAY'S WORLD WIDE WEB SITE

"Welcome to the Interplay Web! As a company dedicated to providing innovative, high-quality interactive entertainment software, we are always striving to stay as close as possible to the leading edge of technology. This Web site is the latest example of our ongoing effort to provide a wealth of information and opportunities to you.

As a company of fanatic gamers, we love the idea of gamers all over the world tapping into cyberspace to see, touch and feel our latest games. No hype, no marketing campaign; just great games. To make it work, our goal is to keep this site fresh and new, to make it a place to where you can tell US what you like about our games... and what you don't like about them. So use the feedback options on these pages and sound off.

Enjoy your visit in our Web site, explore all the different areas we have to offer, and come back soon. Check us out in the weeks and months ahead; we will be introducing new and exciting areas for you to experience.

Once again, welcome!"

Brian Fargo

HOW TO GET THERE

Interplay's World wide Web site is an Internet service designed to give you the latest information about Interplay and our products.

The site features our demos, upgrades, product information and ordering information.

From your Internet account, point your favorite browser to:

<http://www.interplay.com>

